AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A content display apparatus displaying a content including a plurality of objects, wherein each of said plurality of objects are one of a character, image and graphic symbol, and wherein a priority in display is assigned to each of said plurality of objects, the content display apparatus comprising:

complexity calculating means for calculating complexity when displaying said content based on said plurality of objects; and

control means for suppressing display of at least one of the objects based on said priorities among the objects included in said content ~~based on~~ when said calculated complexity~~, said priorities, and~~ exceeds an upper limit of processing capability of the apparatus.

2. (Previously presented) The content display apparatus according to claim 1, wherein

said content includes animation formed of a plurality of frames,

said complexity calculating means calculates complexity in display for each of said plurality of frames, and

said control means performs control of display of each of said plurality of frames.

3. (Currently Amended) A content display apparatus displaying a content, priorities being assigned to functions for displaying objects, comprising:

complexity calculating means for calculating processing complexity ~~when displaying~~ necessary to display said content; and

control means for invalidating part of the functions of the display apparatus ~~for~~ and displaying said objects based on said ~~calculated~~ processing complexity, said priorities, and an upper limit of processing capability of the apparatus.

4. (Original) The content display apparatus according to claim 3, wherein

said content includes animation formed of a plurality of frames,

said complexity calculating means calculates complexity in display for each of said plurality of frames, and

said control means performs control of display of each of said plurality of frames.

5. (Previously presented) A content display apparatus displaying animation formed of a plurality of frames as a content, comprising:

complexity calculating means for calculating, for each of said plurality of frames, complexity when displaying the relevant frame; and

control means for suppressing display of the frame for which said calculated complexity exceeds an upper limit of complexity.

6. (Currently Amended) A computer-readable medium, storing instructions, executed by a processor, to perform a method for displaying a content including a plurality of objects, wherein each of said plurality of objects are one of a character, image and graphic symbol, and wherein a priority in display is assigned to each of said plurality of objects the method comprising:

calculating complexity when displaying said content based on said plurality of objects; and

suppressing display of at least one of the objects based on said priorities among the objects included in said content ~~based on~~ when said calculated complexity~~, said priorities, and~~ exceeds an upper limit of processing capability of the apparatus.

7. (Previously Presented) The computer readable medium according to claim 6, wherein

said content includes animation formed of a plurality of frames,

said complexity calculating step includes calculating complexity in display for each of said plurality of frames, and

said control step includes performing control of display of each of said plurality of frames.

8. (Currently Amended) A computer readable medium storing a set of instructions, executed by a processor, to perform a method for displaying a content, priorities being assigned to functions for displaying objects, the method comprising:

calculating processing complexity ~~when displaying~~ necessary to display said content; and

invalidating part of the functions of the processor ~~for~~ and displaying said objects based on said ~~calculated~~ processing complexity, said priorities, and an upper limit of processing capability of the apparatus.

9. (Previously presented) The computer readable medium according to claim 8, wherein

said content includes animation formed of a plurality of frames,

said complexity calculating step includes calculating complexity in display for each of said plurality of frames, and

said control step includes performing control of display of each of said plurality of frames.

10. (Previously presented) A computer readable medium storing a set of instructions, executed by a processor, to perform a method for displaying animation formed of a plurality of frames as a content, the method comprising:

calculating, for each of said plurality of frames, complexity when displaying the relevant frame; and

suppressing display of the frame for which said calculated complexity exceeds an upper limit of complexity.

11. (Currently Amended) A content display method for a display content apparatus displaying a content including a plurality of objects, said display content apparatus including a control unit, wherein each of said plurality of objects are one of a character, image and graphic symbol, and wherein a priority in display is assigned to each of said plurality of objects, comprising:

calculating, by said control unit, complexity when displaying said content based on said plurality of objects; and

suppressing, by said control unit, display of at least one of the objects based on said priorities among the objects included in said content ~~based on~~ when said calculated complexity~~, said priorities, and~~ exceeds an upper limit of processing capability of the apparatus.

12. (Previously presented) The content display method according to claim 11, wherein

said content includes animation formed of a plurality of frames,

said complexity calculating step includes calculating complexity in display for each of said plurality of frames, and

said control step includes performing control of display of each of said plurality of frames.

13. (Currently Amended) A content display method for a content display apparatus displaying a content, priorities being assigned to functions for displaying objects, comprising:

the complexity calculating step of calculating processing complexity ~~when displaying~~ necessary to display said content; and

the control step of invalidating, by said content display apparatus, part of the functions of said content display apparatus ~~for~~ and displaying said objects based on said ~~calculated~~ processing complexity, said priorities, and an upper limit of processing capability of the apparatus.

14. (Original) The content display method according to claim 13, wherein

said content includes animation formed of a plurality of frames,

said complexity calculating step includes the step of calculating complexity in display for each of said plurality of frames, and

said control step includes the step of performing control of display of each of said plurality of frames.

15. (Currently Amended) A content display method for a content display apparatus displaying animation formed of a plurality of frames as a content, said content display apparatus including a control unit, comprising:

the complexity calculating step of calculating by said control unit, for each of said plurality of frames, complexity when displaying the relevant frame; and

the control step of suppressing, by said control unit, display of the frame for which said calculated complexity exceeds an upper limit of complexity.

16. (Previously Presented) A computer readable recording medium recorded with the content display program according to claim 6.

17. (Previously Presented) The content display apparatus of claim 1, further comprising: communicating means for communicating with an external device to receive the content to be displayed, the received content including the plurality of objects and the priority assigned to each of the plurality of objects.